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Title: Alagner's Book of Marvelous and Astonishing Things Vol I

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A compiled volume of items of interest both magical and mundane by Alagner. In this volume, compiled for easy reference, are some of the many fascinating constructions I have found during my researches. These items range from interesting uses for mundane items to fascinating miscarriages of magic. Please read and enjoy the varied realm of my Britannia.

Potions: A historical point of interest from the last several hundred years. Circa 0207 there was a rather infamous case of a resourceful peeping tom. One may ask what this has to do with potions, but the publicity generated from this trial about the use and misuse of magical potions of X-ray vision encouraged all honorable mages and alchemists to cease making the amazing potions. And as these potions fell into disuse, the affection of calling them white potions also slowly ceased, and a lesser known concoction (which, ironically, is appreciably more white

than the original X-ray potion I was able to view (see Alagners Index of Treasures, entry 15, for more information), that of common illumination, became its replacement.

Flying Carpets: A recurring magic. As many of you undoubtedly know the flying carpet was essential to the Avatar in his legendary quest to save Lord British from the Three Shadowlords.

However, few people realize that this fascinating piece of lore has been rediscovered and, according to my sources, hidden just inside the dungeon Destard, (or despise, I always get those mixed up (NOTE: look this up before publication)).

This amazing carpet could fly over water and swamps with no adverse effects, a marvelous tool for the common adventurer and essential for the Avatar. (An interesting side note: according to an ancient tome, the carpet was actually believed a failure by its creator for its inability to rise more than a few inches off the ground)

Wands: A trio of terrible weaponry. The three identified varieties of magical wand all seem to have

been made for the expressed purpose of changing the combat-weak spellcaster into a killing machine. And, for those with the ability to keep them from wearing out (no small feat of magic, mind you, but simple for anyone capable of crafting the wand in the first place), they are perhaps the most formidable weapons of their size.

**Fire Wand:** This wand fires a bolt of flaming death. According to all known texts on the subject, the carnage was called "amazing."

**Lightning Wand:** The effects of a bolt of lightning as it bursts forth from the wand is as devastating, as its counterpart, the Fire Wand. However, according to one of its proponents, "the corpses look and smell much less offensive."

**Magicians Wand:** While only slightly more lethal than the typical bow, this wand is rendered quite effective due to two interesting facets: its damage is of a most magical nature and more than quite powerful against monsters likely to hassle a mage, and it NEVER runs out of charges. This is the wand for thee.